

AMENDMENTS TO THE CLAIMS:

Claim amendments and status:

1- 29. (Canceled)

30. (Currently Amended) A ~~stand-alone~~ gaming machine including a first game and a second game stored on local storage media, the gaming machine comprising:

a first video ~~display~~ screen displaying a the first game located on the ~~stand-alone~~ gaming machine;

a second video ~~display~~ screen displaying pay tables associated with the first game located on the ~~stand-alone~~ gaming machine; and

a third video ~~display~~ screen displaying artwork associated with the theme of the first game located on the ~~stand-alone~~ gaming machine;

wherein a the second game is ~~remotely~~ reconfigurable on the three video ~~displays~~ screens in response to a remotely activated reconfiguration command so that the second game is displayed on the reconfigured first video ~~display~~ screen, pay tables associated with the second game are displayed on the reconfigured second video ~~display~~ screen, and artwork associated with the theme of the second game is displayed on the reconfigured third video ~~display~~ screen.

31. (Currently Amended) The gaming machine as recited in claim 30, wherein the video ~~displays~~ screens are automatically reconfigured in response to a trigger.

32. (Original) The gaming machine, as recited in claim 31, wherein the trigger is a wagered amount.

33. (Original) The gaming machine, as recited in claim 31, wherein the trigger is an identity of a player.

34. (Original) The gaming machine, as recited in claim 31, wherein the trigger is a speed at which a game is played.

35. (Currently Amended) The gaming machine as recited in claim 30, wherein the video ~~displays~~ screens are reconfigurable by a casino.

36. (Currently Amended) The gaming machine as recited in claim 30, wherein the video ~~displays~~ screens are reconfigurable at the request of a player.

37. (Currently Amended) The gaming machine as recited in claim 30, wherein the video ~~displays~~ screens are automatically reconfigured at a predetermined time.

38. (Currently Amended) A ~~stand-alone~~ gaming machine including a first game and a second game stored on local storage media, the gaming machine comprising:

a first video ~~display~~ screen displaying a the first game located on the ~~stand-alone~~ gaming machine; and

a second video ~~display~~ screen displaying information relating to the first game located on the ~~stand-alone~~ gaming machine;

a third video ~~display~~ screen displaying artwork representing the theme to the first game located on the ~~stand-alone~~ gaming machine;

the ~~stand-alone~~ gaming machine being ~~remotely~~ reconfigurable in response to a remotely activated reconfiguration command so that a the second game is displayed on the reconfigured first video ~~display~~ screen, information relating to the second game is displayed on the reconfigured second video ~~display~~ screen, and artwork relating to the theme of the second game is displayed on the reconfigured third video ~~display~~ screen.

39. (Original) The gaming machine as recited in claim 38, wherein the video ~~displays~~ screens are automatically reconfigured in response to a trigger.

40. (Original) The gaming machine, as recited in claim 39, wherein the trigger is a wagered amount.

41. (Original) The gaming machine, as recited in claim 39, wherein the trigger is an identity of a player.

42. (Original) The gaming machine, as recited in claim 39, wherein the trigger is a speed at which a game is played.

43. (Currently Amended) The gaming machine as recited in claim 38, wherein the video ~~displays~~ screens are reconfigurable by a casino.

44. (Currently Amended) The gaming machine as recited in claim 38, wherein the video ~~displays~~ screens are reconfigurable at the request of a player.

45. (Currently Amended) The gaming machine as recited in claim 38, wherein the video ~~displays~~ screens are automatically reconfigured at a predetermined time.

46-47. (Canceled)

48. (Currently Amended) A method of displaying video content on a ~~stand-alone~~ gaming machine, the video content including a first game and a second game, paytables associated with the first game and the second game, and artwork associated with the first game and the second game, wherein the video content is stored on local storage media in the game machine, the method comprising:

displaying a the first game on a first video ~~display~~ screen located on the ~~stand-alone~~ gaming machine;

displaying pay tables associated with the first game on a second video ~~display~~ screen located on the ~~stand-alone~~ gaming machine;

displaying artwork associated with the theme of the first game on a third video ~~display~~ screen located on the ~~stand-alone~~ gaming machine; and

~~remotely~~-reconfiguring the video content on the three video ~~displays~~ screens for a the second game in response to a remotely activated reconfiguration command so that the second game is displayed on the first video ~~display~~ screen, pay tables associated with the second game are displayed on the second video ~~display~~ screen, and artwork associated with the theme of the second game is displayed on the third video ~~display~~ screen.

49-59. (Canceled)